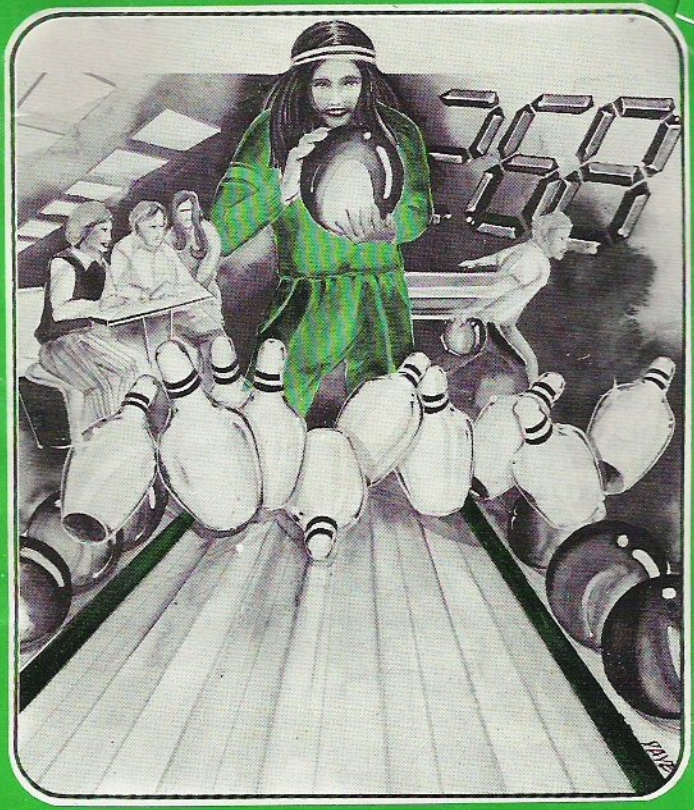

BOWLING

GAME INSTRUCTIONS

MG - 310

BOWLING

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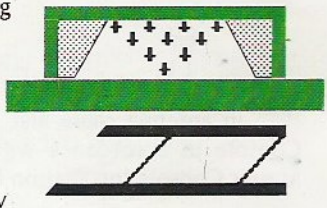
Aim carefully, release the ball slowly and smoothly, and watch it roll towards the pins, ... STRIKE!

What an exciting and challenging way to go 10-pin bowling. Test your own skill or play against an opponent. Bowl a tricky curved ball, but watch out for those gutters.



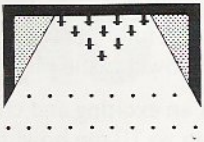
Your score is kept automatically on the screen, frame by frame, including strikes, spares and even open frames.

1. GAME OBJECTIVE

The aim of this game is to score as many points as possible by knocking down the pins.

Each player plays 10 frames – in the two player version the players take it in turns to play a frame. For each frame the 10 pins are set up in a triangular configuration at the end of the bowling lane, and the player(s) has two balls with which he attempts to knock them down. One point is awarded for each pin knocked down. If all 10 pins are knocked down with one ball the player scores a STRIKE. If it takes two balls to knock down the pins, then a SPARE is scored. Bonus points are awarded for both a STRIKE and

a SPARE. For details please refer to section 8.



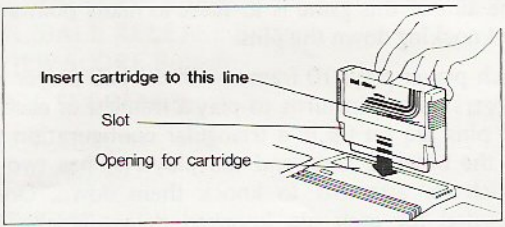
2. GETTING STARTED

Plug in antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual (MPT-03).

a) **Insert Cartridge**

Slide the power switch of the Master Console to the OFF position.

Hold the cartridge with the slot facing the player and insert into the cartridge opening.

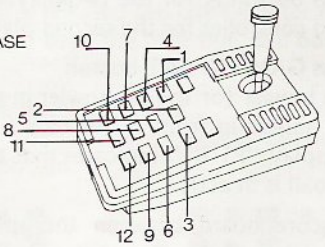


Note: The console should be switched off when inserting or removing the cartridge to avoid damage to the Master Console.

b) Hand Controllers

Place the Bowling inlay plates onto the remote hand controllers. The joystick controls are not functional in this game.

1. REVIEW SCORE
2. BOWL or BALL RELEASE
7. HOOK LEFT
8. HOOK DURATION
9. HOOK RIGHT
10. MOVE LEFT
12. MOVE RIGHT

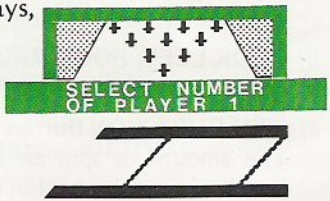


c) Start to Play

Switch on Master Console

The one-player version appears immediately on the screen. The display shows a bowling lane split into two portions: a close-up view of the pins is displayed at the top of the screen, and the first half of the lane is shown at the bottom of the screen.

The statement "Select number of players 1", shown between the split displays, indicates that the one-player version is being played. Use only the left hand controller for the one-player version.



Press CLEAR button
The memory of the previous game is cleared.

Select versions
Press button A for the two-player version. Use the right hand controller for the second player.

Press GAME START button
The bowler (or the 1st bowler in the two-player version) will appear in front of the base line. Above the bowler, a display "P1 B1" indicates that the 1st bowler with the 1st ball is in action.

A score board between the split displays shows the frame being played and the scores of the previous two frames.

3. CONTROLS

a) **MOVE LEFT, MOVE RIGHT Buttons**
The bowler can be moved to any position in front of the base line by pressing these buttons.

b) **HOOK LEFT, HOOK RIGHT Buttons**
These control the spin direction of the ball

c) **SPIN DURATION Button**
The amount of spin on the ball is determined by the length of time this button is pressed.

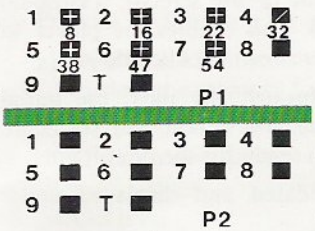
d) BOWL/BALL RELEASE Button

When this button is pressed once, the bowler starts to move towards the base line. Pressing the button a second time will release the ball.

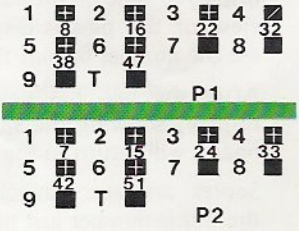
Note: If the ball is released too late i.e. after the bowler has stepped over the base line, the bowl will be invalid.

e) REVIEW SCORE Button

While bowling is not in progress, scores can be reviewed by pressing this button.



1 player



2 players

4. CONTROL SEQUENCE

(i) Press MOVE LEFT or MOVE RIGHT – to position the bowler

(ii) Press HOOK LEFT or HOOK RIGHT – for the desired spin direction

(iii) Press **BOWL/BALL RELEASE** once –
to start the bowler moving towards the base line

(iv) Press **SPIN DURATION** –
for required amount of spin

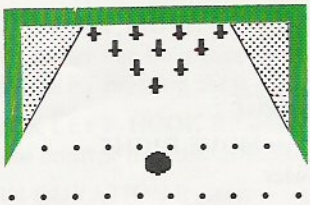
(v) Press **BOWL/BALL RELEASE** again –
to release the ball

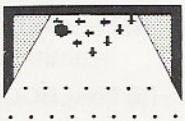
5. CLOSE-UP ACTION

When the bowling ball reaches the end of the partially displayed lane (right-hand limit of the screen), a close-up view of the pins is displayed. This enables the player to see the number of pins that have been knocked down.

After the ball has passed through the pins, the initial display, showing the split lane, the bowler and the score board, will return to the screen ready for the next frame.

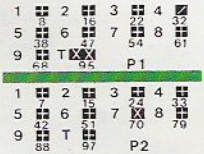
Scores are automatically updated and displayed under the frame number just played.





6. END OF GAME

The game is over when all ten frames have been played (or when 10 frames have been played by each player in the two-player version). The screen will immediately display the whole score board showing the points that have been accumulated for each frame.



7. START NEW GAME

Press CLEAR button for new game.

a) **Press CLEAR Button –**
to clear the memory form the previous game

b) **Press GAME START Button –**
to start a new game

8. SCORING

a) 1 point is scored for every pin knocked down.

b) If you hit a STRIKE, the points scored with the next two balls are added to the score for that frame.

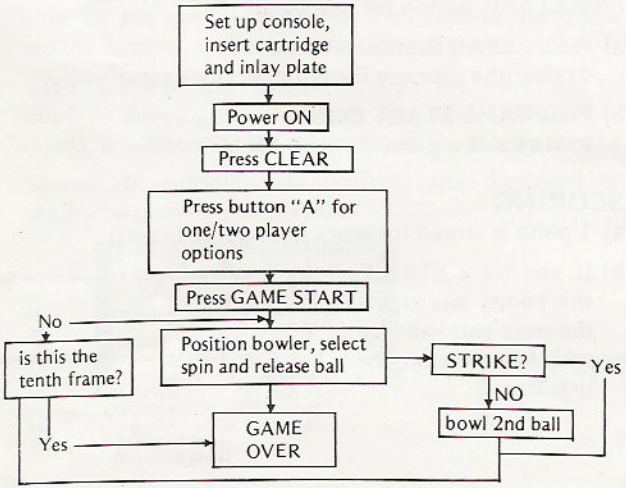
e.g. 1	no. of pins knocked down	cumulative score
5th frame	8	40
6th frame	X (STRIKE)	57
7th frame	7	64

e.g. 2	no. of pins knocked down	cumulative score
5th frame	8	40
6th frame	X (STRIKE)	64
7th frame	X (STRIKE)	81
8th frame	7	88
	(4 with the 1st ball)	
	(3 with the 1st ball)	

c) If you hit a SPARE, the points scored with next ball are added to the score for that frame.

e.g. 3	no. of pins knocked down	cumulative score
5th frame	8	40
6th frame	SPARE	54
7th frame	7 (4 with 1st ball) (3 with 2nd ball)	61

d) A STRIKE on the last frame earns one extra frame. A SPARE on the last frame earns one extra ball.

e) The final score is the total score of all 10 frames. For the two-player version, the one with the highest score wins.

OPERATION FLOW DIAGRAM